

CLAIMS

1. A gaming machine, comprising:
 - a plurality of reels, each of which variably presents a plurality of symbols; and
 - a cover body, formed with a plurality of observation windows, the cover body covering the reels such that the reels are selectively viewed through one of the observation windows in accordance with a condition of a game.
2. A gaming machine, comprising:
 - a plurality of rotatable reels, each having an outer periphery on which a plurality of symbols are provided; and
 - a cover body, formed with a plurality of observation windows, the cover body covering the reels such that the reels are selectively viewed through one of the observation windows in accordance with a condition of a game.
3. The gaming machine as set forth in claim 2, further comprising:
 - a first light source, disposed inside the reels to emit visible light; and
 - a second light source, disposed outside the reels to emit ultraviolet light, wherein:
 - the symbols provided with the reels includes first symbols visualized by the visible light and second symbols visualized by the ultraviolet light; and
 - the observation windows includes a first observation window through which the first symbols are viewed, and a second observation window through which the first symbols and the second symbols are viewed.

4. The gaming machine as set forth in claim 3, further comprising a mirror member, which provides reflected virtual images as the first symbols viewed through the first observation window.

5. The gaming machine as set forth in claim 4, further comprising a display, disposed behind the mirror member when viewed from the first observation window,

wherein the mirror member is a half mirror, so that an image provided by the display and transmitted through the half mirror is superposed on each of the reflected virtual images, as the first symbols viewed through the first observation window.

6. The gaming machine as set forth in claim 4, wherein each of the first symbols is provided on the outer periphery of each of the reels as an inversion image.

7. The gaming machine as set forth in claim 3, wherein the game includes a first game, and a second game activated in accordance with a result of the first game.

8. The gaming machine as set forth in claim 7, wherein the second game is activated in a case where the first symbols viewed through the first observation window are matched with a first predetermined pattern when the reels are stopped.

9. The gaming machine as set forth in claim 7, wherein:
 - the second light source is turned on in a case where the second game is activated, to perform a special lottery operation with the second symbols viewed through the second observation windows; and
 - the special lottery operation is performed before the second game is executed.
10. The gaming machine as set forth in claim 7, wherein the special lottery operation determines at least one of:
 - the number of the second game to be executed;
 - odds to be provided in a case where a player wins the second game by matching the second symbols viewed through the second observation window with a second predetermined pattern when the reels are stopped; and
 - the number of the second predetermined pattern.
11. The gaming machine as set forth in claim 7, wherein each of the second symbols is provided in a blank region on the outer periphery of each of the reels, so that the second symbols serve as a blank symbol in a case where the first game and the second game are executed.
12. The gaming machine as set forth in claim 7, wherein the reels are rotated in a first direction in a case where the first game is executed, and are rotated in a second direction opposite to the first direction in a case where the special lottery operation and the second game are executed.

13. The gaming machine as set forth in claim 3, wherein the second observation window comprises a filter which reduces a light amount transmitted therethrough.